

MARVNER[®]



HITES

 **DISCOVERY
SOFTWARE**
INTERNATIONAL

MARVIER®

USER MANUAL



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1 **Thank You for purchasing MARAUDER III!**

2
3
4 Discovery Software International is committed to one goal, to provide you with the
5 best possible software for your Amiga. We hope you will be pleased with
6 MARAUDER II. We believe it is the finest disk backup utility for the Amiga. It is the
7 fastest, most powerful, and most reliable tool for backing up ALL of your Amiga
8 software, both protected and unprotected. Its design incorporates high
9 performance, ease of use, and a flexible update system with the future in mind. We
10 believe software should be easy to use. In keeping with this philosophy, MARAUDER
11 II has the most intuitive user interface of any backup utility available for the Amiga.

12
13 **Requirements:**

14
15 MARAUDER II requires an Amiga 1000 computer with at least 512K of memory to
16 operate. It works best on machines with additional expansion memory and one or
17 more external disk drives. MARAUDER II also requires Kickstart version 1.1 or
18 greater. We recommend that you use Kickstart version 1.2 if possible. The
19 newest version of the system software provides features that allow MARAUDER II
20 to deliver enhanced performance. MARAUDER II is released with Workbench 1.2,
21 but it will operate without change under the 1.1 release of the system software.

22
23 **AN EXTREMELY IMPORTANT BIT OF ADVICE!**

24
25 If you DO NOT already own MARAUDER I (that is, if this package is not an upgrade
26 from MARAUDER I) then you **MUST** record the serial number for this program in the
27 space provided on the inside back-cover of your manual. If you DO already own
28 MARAUDER I you will be on file under your original registration number, and needn't
29 mail the new card in. If, for some reason, you neglected to mail your MARAUDER I
30 registration card to us, you can mail the new card instead. Your serial number is
31 printed on the registration card you received with your package. This number is NOT
32 on your disk and CANNOT be recovered if you fail to record it, so please be sure
33 you copy it correctly. After recording the serial number you should then complete the
34 registration card and return it immediately to Discovery Software International. If we
35 do not have your registration card on file you will NOT be eligible for technical
36 support or product updates. We will make no exceptions for any reason.

Starting MARAUDER II:

First, turn on your Amiga and monitor and load Kickstart, or if your machine is already running simply reboot. If you are unfamiliar with these procedures please refer to Chapter 3 of the Introduction To Amiga which you received with your machine. MARAUDER II is delivered on a ready to use Workbench 1.2 disk. When the image of a hand holding a Workbench disk appears insert your MARAUDER II disk in the internal disk drive. The Workbench screen will appear.

Next, make a backup copy of your MARAUDER II disk. Again, if you are unfamiliar with this procedure please refer to Chapter 3 of Introduction To Amiga. You should use the backup copy and keep your original in a safe place.

To run MARAUDER II simply double-click the MARAUDER II disk icon. A new drawer which contains the MARAUDER II icon will open on the Workbench screen. Next double-click on the MARAUDER II icon to start the program. (The icon looks like a sledgehammer) After a short delay you will hear a sound from the Amiga and the Discovery Software logo screen will be displayed. The main MARAUDER II screen will then appear. Click the left mouse button on the CONTINUE gadget of the copyright requester to proceed.

Purchase Verification:

After the copyright requester has been displayed you will be asked to type in a word or phrase from this manual. Please look up the specified word in this manual, click the left mouse button on the requester's text gadget, and enter the word or phrase **precisely** as it appears. Click the left mouse button on the CONTINUE gadget to proceed. If you have failed to enter the correct word or phrase you will have two chances to retry. If you fail three times you will need to reboot your machine. This should never happen.

The MARAUDER II Screen - An Overview:

The MARAUDER II user-interface has been designed to mimic the actual Amiga disk copying procedure as closely as possible. On the MARAUDER II screen you will see visual representations of an Amiga with a monitor and three external disk drives. At the top of the screen there are gadgets for starting and stopping the

MARAUDER II copy process. You will also see images of an Original and a Copy disk as well as a set of gadgets for selecting Source and Target drives.

Selecting Source and Target Drives:

Before backing up a disk it is necessary to select which disk drive will contain the source disk and which drives will contain target disks. On single drive systems the source and target drives must necessarily be the same and are both selected as the internal drive by default. On systems with one or more external drives the default selection uses the internal drive as the source and the first external drive as the target. You do not need to make any more selections if you wish to use these default settings.

There are two methods for selecting source and target drives in MARAUDER II. First you may click the left mouse button on either of the two disk images. The disk marked "ORIG" represents the original or source disk, and the disk marked "COPY" represents the copy or target disk. After clicking, a copy of the disk image will attach itself to the mouse pointer. You may then move the mouse pointer over the desired disk drive and click the left mouse button again to select that drive. If the drive is available for use the disk image will detach itself from the pointer, slip into the drive, and a message will be displayed on the miniature Amiga monitor to indicate your selection. If the desired drive is not attached to the system or is already in use a message will be displayed on the miniature Amiga monitor to indicate the problem. You can let go of an attached disk without making a selection by clicking the left mouse button anywhere on the rainbow background of the screen. The attached disk image will then disappear into the rainbow.

The alternate method of drive selection is to click the left mouse button on any of the gadgets in the "Source" and "Target" gadget arrays. These arrays are labeled "DF0:", "DF1:", "DF2:", and "DF3:", which represent the internal drive, and the first, second, and third external drives respectively. Selected drives are represented by green gadgets and unselected drives are represented by red gadgets. A previously selected target drive may be deselected by clicking the left mouse button on its green-highlighted gadget. The "Source" drive cannot be deselected, but it can be changed by clicking on another drive gadget.

Starting the Copy:

After you have selected the source and target drives you wish to use, you are ready to start the MARAUDER II copy process. This is easy to do, just click the left mouse button on the MARAUDER II "START" gadget. A requester will appear on the screen displaying your source and target drive choices. If the displayed choices are not the ones you wish to use you may cancel at this time by clicking the left mouse button on the requester's "CANCEL" gadget. Otherwise, you should make sure that the disk to be copied is located in the selected source drive and that the disks to become duplicates are located in their respective target drives. If you have selected any of your drives as both a source and a target, then that drive will initially serve as the source, and a requester will appear, prompting you to insert a target disk at the appropriate time. When the proper disks are in the proper drives click the left mouse button on the requester's "CONTINUE" gadget to proceed.

It is important to note that the previous contents of a disk are irretrievably lost when it is used as a target disk for MARAUDERII. You must be certain not to copy onto a disk containing programs or data which you will need later. There is no way to recover information from a disk which has been inadvertently copied onto, so please be careful. Various conditions and events may cause MARAUDER II to display requesters requiring your input or attention. When such a requester appears you should follow the indicated instructions to continue or cancel as you wish.

When MARAUDER II has completed the backup process it will display a requester with the message "Copy finished", and you may click the left mouse button in the requester's "CONTINUE" gadget to proceed.

The Status Display:

To inform you of the current state of the copy process a status display is provided on the MARAUDER II screen. It is located on the monitor of the miniature Amiga at screen left. When MARAUDER II is idle the monitor is blank. At other times, the monitor screen will display the status of the copy in progress and will relay the results of drive selection operations. Error messages concerning illogical placement of disk icons can also be expected from time to time.

Once MARAUDER II has been activated with the START gadget the monitor screen becomes the prime feedback mechanism for the copy process. The name of the

1 source drive will be displayed near the top, and the destination drive's name near the
2 bottom. Under each of these will be displayed the status of that drive, either reading
3 or writing, and the track and side involved. If the information on any track of the
4 source disk is not in Amiga DOS format the reading drive's status will indicate "Not a
5 DOS Track". Depending on the nature of the source track the monitor display may
6 indicate that the read in progress is being retried. This will be a common occurrence
7 when copying protected disks of various types and may also occur if the source disk
8 is faulty. When making multiple copies with one drive acting as both source and
9 destination, only the status of the source drive will be displayed during disk reads.
10 Otherwise, the monitor will display both reading and writing status at once. During
11 the Write, the names of all drives involved will be displayed one by one as each is
12 written to. Likewise, the monitor will display which side of each disk is being written.

13 **MultiCopying:**

14
15
16 MARAUDER II has the capability to make up to four simultaneous copies from a
17 single original. It can also make multiple sets of duplicates without having to re-read
18 the original. These features make it possible to use MARAUDER II as the core of an
19 economical and efficient disk reproduction system. User groups producing large
20 numbers of public domain library disks can use MARAUDER II to speed up the
21 tedious and time consuming duplication process. Commercial software houses may
22 find that MARAUDER II presents an attractive alternative to expensive software
23 reproduction services.

24
25 To make multiple simultaneous copies, simply select more than one target drive
26 using the drive selection procedures described above. MARAUDER II will prompt
27 you when it's necessary to swap disks.

28
29 If your system has one megabyte or more expansion memory, then it may be most
30 efficient to use all of your drives as target drives since it will be possible for
31 MARAUDER II to read the entire source disk into memory. After MARAUDER II has
32 completed making each set of copies you will be asked if you would like to make
33 more copies of the same disk. You can click on the "CONTINUE" gadget to make an
34 additional set of copies without having to read the source disk again. You may
35 instead click the "CANCEL" gadget to terminate the copy process.

If You Have Only One Drive:

The backup operation will require several swaps of the original and duplicate disks before it is completed. Requesters will be displayed indicating when it is time to swap the disks. Pay close attention to each requester's instructions as they are displayed.

Index Sync Option:

Turning Index Sync "on" from the Options menu directs MARAUDER II to align the physical starting position of each data track with the index hole in the diskette. This option may need to be set to copy some software correctly, but it will substantially increase the time necessary to copy a disk with MARAUDER II. For most of your backup needs Index Sync is neither required nor recommended.

Verification Option:

Turning Verification "on" from the Options menu directs MARAUDER II to attempt to verify its work. The MARAUDER II does this by comparing the data written to the target disk with the data read from the source disk. Use of this option does not guarantee a successful copy of some protected or damaged disks, but it may help you detect a defective target disk. If there's a problem, the Verification option causes verify-related error messages to be displayed in the "Copy finished" requester. The first error message indicates that the source disk contained unreadable data. The second error message indicates that the target disk couldn't be written to. This may be due to damage on the source or target disks, respectively. These errors may not be fatal. Keep in mind that the best test of whether a copy works is to try to use it. Verification is intended primarily for those using MARAUDER II for mass duplication.

Copy Mode:

MARAUDER II can operate in either of two copy modes, Analytical or Verbatim. The Copy Mode selection of the Options menu allows you to choose which mode MARAUDER II will use. Most copies are made using Analytical mode, which is the program's default setting. In this mode MARAUDER II produces an exact duplicate of the source disk whenever possible. In the case of copy-protected disks Analytical mode causes MARAUDER II to do its best to defeat the copy

1 protection in order to make a working copy. We recommend that you always use
2 Analytical mode, even when copying unprotected disks.

3 4 **Speed Check:**

5
6 The Speed Check option will give you an accurate measure of how much data your
7 disk drive is writing to a disk. The faster a disk drive spins, the less data it can
8 write on each track. Many Amiga copy-protection schemes are based on this fact. A
9 box will show the drive speed in bytes per revolution, and normal values should
10 fall between 6300 and 6400 bytes.

11
12 MARAUDER II performs the speed check on the first selected Target drive. **The**
13 **speed check destroys data on the target disk, so be careful.** Data lost
14 cannot be recovered. You should immediately reformat or copy to the disk that you
15 use for the speed check so that you won't mistake it for a bad disk.

16 17 **MARAUDER II Utility Programs:**

18
19 In addition to MARAUDER II itself, your release disk also includes four utility
20 programs, Reflector3, TheDecoder, DiskWipe and DiskErr. Reflector3 is used to back
21 up the Mirror Copier, versions 1.0 through 1.3. The Decoder can produce
22 completely decrypted versions of several popular programs from their encrypted
23 originals. This is useful for fast loading and hard disk installation. DiskErr checks
24 a diskette for errors, and DiskWipe quickly erases a disk.

25 26 **Reflector3:**

27
28 Reflector3 is located in the root directory of the MARAUDER II disk. To start it
29 simply double click the Reflector3 icon or type the name "Reflector3" from the
30 CLI. The program will provide you with step by step instructions to follow. When
31 Reflector3 has finished successfully you will have a ready to run program called
32 "MIRROR" in the RAM: device. This program can then be copied onto any AmigaDOS
33 disk and is not copy-protected in any way. Each time you run "MIRROR", however,
34 you will have to reboot your machine as this program is not compatible with the
35 Amiga multi-tasking environment.

The Decoder:

The Decoder will produce totally decrypted versions of the following programs from their copy-protected originals:

Deluxe Paint	Deluxe Print
Deluxe Video	Instant Music
MarbleMadness!	Financial Cookbook
Adventure Construction Set	

The Decoder can be invoked only from the CLI. The command line has the following format:

Decoder [inputfile outputfile]

In this example Inputfile is the name of the encrypted original, and Outputfile is the name you wish to give the decrypted output file. The Decoder will display a short copyright message and begin its work. If an error is encountered the program will display a message describing the problem and will then terminate unsuccessfully. The program will exit with a short message on successful completion.

We suggest that you first copy your original disk with MARAUDER II and do all your work on the backup copy. You will find the appropriate input file in the "c" directory of the source disk, it is the file with the ".dat" filename extension (e.g. "dpaint.dat", "MarbleMadness!.dat"). A sample command line for The Decoder would be as follows:

```
"decoder df1:c/dpaint.dat ram:dpaint"
```

After the decoder is finished you will want to delete the ".dat" file from your source disk and then copy the decrypted version to version to the root directory of your source disk. You may need to use the AmigaDOS "Protect" command to change the deletion status of the ".dat" file before you can delete it.

An example of doing this would be:

```
"protect df1:c/dpaint.dat rwed"  
"delete df1:c/dpaint.dat",
```

1 "copy ram:dpaint df1:dpaint"

2
3 You can run the new version of "dpaint" just like the old version, except it will no
4 longer perform its rather lengthy prologue and verification. After decryption you will
5 need to experiment to determine exactly what files need to be copied or renamed in
6 each case for hard-disk installation.

7
8 **DiskErr:**

9
10 The DiskErr program is a convenient way of checking whether or not a disk contains
11 unreadable data. Starting the program causes it to scan sequentially across the disk
12 looking for nonstandard data. If any non AmigaDOS track data is encountered during
13 the scan DiskErr will print the location of the data. This program is very useful for
14 determining whether an unsuccessful copy attempt was due to bad media or not. If
15 the copy didn't work because of bad media, then the errors on the source and target
16 disks will be different. The syntax of the DiskErr command is as follows:

17
18 **DiskErr [drivenum] [-v]**

19
20 In this example "drivenum" is the number of one of the drives (drives are numbered 0,
21 1, 2, and 3). The "-v" is optional, and instructs DiskErr to provide a verbose listing of
22 all errors on the disk in drive "drivenum".

23
24 **DiskWipe:**

25
26 DiskWipe is a utility for quickly erasing a 3.5" diskette. When started it will completely
27 erase the selected disk. DiskWipe does not format the disk for AmigaDOS.
28 The syntax for DiskWipe is:

29
30 **DiskWipe [drivenum] [-v]**

31
32 See the section above on DiskErr for an explanation of the syntax of the DiskWipe
33 command.

34
35 **Installing MARAUDER II on Another Disk:**

36
37 You will need to have a workbench disk or some other bootable disk. The disk must
38 be called "Workbench" for installation. You can relabel this disk after installing
39 MARAUDER II by choosing "Rename" from the menu called "Workbench" at the top

left of the screen in the Amiga Workbench environment. For the actual installation, an executable file is included on the MARAUDER II disk called M2Install. This is a "batch" file which can be invoked by typing:

"execute m2install"

This should be typed at the CLI "1>" prompt. You get to the CLI by double-clicking on the CLI icon in the System drawer which is in the Workbench disk window. Typing "execute M2Install" copies all the necessary files to run the MARAUDER II into the RAM: device. It then prompts you to insert any disk called "Workbench" into drive df0: and proceeds to copy the necessary files from RAM: to "Workbench". You can then treat the new disk just like your original MARAUDER II disk.

Troubleshooting:

Extensive effort has been put into making MARAUDER II as automatic and trouble-free as possible. If you are having trouble backing up a particular title be sure to check the current back-up list to see whether that program appears. A current list will be supplied with each MARAUDER II shipped. If the title is mentioned on the current list then try your original to verify that it runs. (seriously!) If the title is not mentioned on the backup list, MARAUDER II may still be able to backup the disk so it's wise to give it a try. Also, you may need to use a different destination disk. The media on the first disk that you used may have been faulty. Always be sure to use the highest quality magnetic media for your destination disks.

AMIGA® HAS MULTI-TASKING, DISCOVERY SOFTWARE USES IT!

FROM NOW ON YOU CAN PRINT OR SAVE ANY SCREEN, FROM ANY PROGRAM, ANY TIME!

GRABBIT takes WYSIWYG* to the limit. With GRABBIT you capture exactly what you see on your screen in an instant, regardless of what other programs you're running. GRABBIT works with all AMIGA video modes, including "Hold-and-Modify". It even lets you capture images from animated programs, like the bouncing ball in Boing! What's more, GRABBIT runs completely in the background — transparent to your other software. GRABBIT is always ready for you to use, even while you're in the middle of another program. As if that's not enough, GRABBIT requires only about 10K of your precious RAM to operate, and it supports dozens of printers. It's not a game, it's not a toy. GRABBIT is truly a productivity power tool for your AMIGA!

We believe powerful software should be easy to use. GRABBIT is one of the **EASIEST** programs you'll ever use. Every GRABBIT operation is triggered by one of the "HotKeys", a set of easy-to-remember key sequences that only take minutes to learn. Each HotKey is generated simply by holding down the "Control" and "Alt" keys and pressing one of the designated letter keys. What could be easier?

You won't grow old waiting for GRABBIT to finish printing, either. When we say multi-tasking, we mean it. GRABBIT has a unique **TPM (Task Priority Monitor) module**, which makes sure your other software can still run even while GRABBIT is printing. The TPM module constantly tracks GRABBIT's printing priority, making sure it is neither too high nor too low, **but always just right!** GRABBIT adds a new dimension to the AMIGA's multi-tasking capability.

GRABBIT supports dozens of different printers because it uses the standard Amiga device drivers. Any printer you can choose in "Preferences" is automatically supported by GRABBIT. You'll get the most from color printers too, because GRABBIT supports full-color printing. In fact, we have seen amazing color printouts produced by GRABBIT on the Oki-Mate 20, a color printer costing less than \$200.00.

Of course, GRABBIT's abilities are not limited merely to printing. GRABBIT is equally adept at saving screen images to disk — yes, even HAM screens! All GRABBIT

disk files are saved in the popular **IFF format**, the emerging graphics standard for AMIGA. You can capture any screen to disk for slide-show presentations or later enhancement with any popular AMIGA graphics editor like AEGIS Images or Deluxe Paint. We even include a specially modified PD utility called **SEE**, which allows you to view IFF image files quickly and easily. GRABBIT's disk operations are **lightning fast** because GRABBIT is written in a hybrid of highly optimized C and 68000 Assembler.

Once you start using GRABBIT you'll **want it on every disk**. You can easily install GRABBIT in your system startup sequence, so it will **always be there when you need it**. With all its features this would be a great package at any price. But we think you'll agree with us that GRABBIT's most outstanding feature is **VALUE!** You get all the power of this sizzling new software for an unbelievably low

\$29⁹⁵

+ \$5 Shipping & Handling



With
bonus
program,
ANYTIME

GRABBIT

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of Electronic Arts.
Oki-Mate 20 is a registered trademark of
Okidata of America.



Williamson

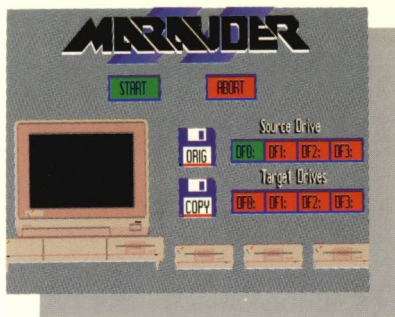
Donna J. Patrick

Everyone at
Discovery Software
International
would like to thank you for
your continued support!

Joe Sleator

Pete
Lynn

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- Fully automatic, ultra-high speed backup of any AMIGA™ disk.
 - Completely deprotects many of your AMIGA software favorites.
 - Requires absolutely no hardware adjustments of any kind.
 - Makes multiple simultaneous copies from a single original.
 - No knowledge of AmigaDOS necessary, works from CLI or Workbench.
-
- Compatible with expansion memory and all versions of Kickstart.
 - Flexible upgrade capability with our unique Strategy Files.
 - Advanced mouse-driven user interface.
 - Supports up to four 3.5" disk drives.
 - Not copy-protected.
 - and much, much more . . .

Discovery Software International is committed to producing
the finest quality software for the AMIGA.

Other DSI titles include

GRABBIT, Key Genie, DX16, The AnyTime Pop-Up Toolkit,
and the Discovery Disk Analyzer.

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